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how

First full
review of
the new
Spectrum+

No. 85
Oct 23-29, 1984

45p

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Spectrum surprise!

Reidar surprised nearly everyone by keeping its new computer secret until the day of its launch. The Spectrum+, a 48K computer with open-market toys, was kept under wraps until the official launch on Monday 15 October.

The Spectrum+ costs £180 and looks similar to the QL. A review copy was delivered to several magazines, together with a bundle of clippings. *Continued on page 3*



Spectrum
program
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From front page

we decide to celebrate the marketing success.

Sir Chris Jackson, Spectra's chairman, said that rumours had shown that the Spectrum was preferred to other machines on all counts except for the keyboard. "There's a sector of the market which buys the Commodore 64 not because it's got better or more software — it hasn't — but because of the keyboard," he said.

Spectra kups its new model a secret to avoid promising what it could not immediately deliver, and to avoid telling the tales of the present model. First deliveries were in major stores only, since the store would have looked one of indifference. Dealers had also received the computer.

■ First review of the Spectrum — on page 5

Tribute to author

Flight 401, the best-selling simulator for the Colec/Amiga, is published as a posthumous tribute to its author, young Colin Campbell, Colin, aged 20, died recently of a heart ailment but throughout his long illness he kept his interest in the fate of his simulator.

Colin's father, Gordon Campbell, said: "He worked very hard on it while he was ill. He was absolutely determined to finish it. He wanted to go to school and although he had a stroke he was able to do what was happening in the program."

Mr Campbell is assistant director at Newcastle Polytechnic, where Colin was taking a business studies course. He emphasised that he had absolutely no desire to exploit Colin's death to promote the game. "We did not want any publicity," he said. "We wanted the program to stand on its own merits. We did agree to a little statement on the inlay card, though."

Knightsoft is the publisher of the flight simulator and the company was aware of Colin's condition. "It was very embarrassing for Knightsoft because they did not know he was ill, let alone that he had died," said Mr Campbell.

Geoffrey Lloyd-Hardy, proprietor of Knightsoft, said: "When his parents told me he had died it was like having a brick wall I thought they would not want a publication but they wanted it produced as a tribute."

And the game is doing very well, particularly in France, according to Mr Lloyd-Hardy.

"Colin went in the program after we advertised," he said. "I contacted it with another one and thought it was better."

Mr Lloyd-Hardy spoke of the tragedy of the young man's death. "Colin had a promising future ahead of him," he said. "I spoke to him on the phone and he was a very positive lad who knew where he was going. It seems such a waste. Every time I pick up his file I get depressed."

Four from the BBC

BBC Publications has announced four new programs: Game Core, Drawn, Word Master and Astronomy Game Core (119.95 each) you to write simple but absorbing board games, and includes four ready-made games, one of which is used as a tutorial model.

Drawn enables you to create four-colour, ten-page, while Word Master is a text editor for BBC B-Micros. Both cost £24.95.

Astronomy features a range of vivid graphical astronomical material, and is aimed in the 9-12 years age range. Price: £24.95 on cassette, £15.95 on disc.

BBC Publications, 15 Marylebone High St, London W1P 0AA

Explorers linked by BBC

Operation Raleigh is using BBC computers to assist in ship administration and the transmission of research data from research carried out both on board ship and on the land.

Acadia Computers has donated 11 BBC systems which will be on board the Sir Walter Raleigh expedition. Raleigh, which is leaving the UK on November 11.

Operation Raleigh is a round-the-world expedition which seeks some evidence to the true front of China River and the coast of the Bahamas. The computer laboratory will be linked by satellite to stations in the UK based with scientists at Leeds University.

Rock bottom prices

Yet another company eager to sell software at reduced rates — Mighty Computer Games. The company has announced that it will be selling many of its existing range of games at

£1.99, as well as new games which will be reduced to the rate of six pence each.

Old titles featured include Castle, Rock Works, Blunder and Tron for the Spectrum, as well as Born the Bold, The Bells, Darts, Mission Attack and Macdonald's Liza Award for the Dragon will now be available at cut prices.

Computers entered for include Spectrum, VIC-20, Commodore 64, Dragon and Atari.

Mighty Computer Games, Crossways Way, Lutterworth Rd, Rugby, Leics

New releases

■ From Microsoft, Star Trek is available in "a great format for rugged gamers", while Catastrophes involves you constructing a building. You must try to make the building as tall as possible — the only problem is that this is made quite easy. Both games are for the C64 64 and cost £6.95 on cassette and £9.95 on disc.

Microsoft, Malvern Court, London EC2P 1JQ

■ Entomax will be releasing Popper, as well as Madon and Madon the Madman this summer. All games will be available ready launched for Spectrum, Commodore, Amstrad and MSX.

Entomax, Lee & Shy Hall Ltd, St. Stephen's, Essex CM1 1JQ

Harrison Conventions has launched Fantasy Dreamland for the BBC. Based on the theft of the Fabulous Diamond, it's a conversion of the same game for the Spectrum, cost £19. Also from Harrison — Aridus the Adventurer Below. A combination of arcade and adventure, it's a 3D real-time narrative game. Available on the Spectrum, Amstrad cost £1.95.

Harrison Conventions, 168 Melton Trading Est, Melton, Leicestershire, Leics G47 6EX

■ Five new Commodore 64 titles have emerged from Beyond Software. Aah is a puzzle adventure, Amic is a real-time adventure, Mr Robot is an arcade game with design and play facility, while Mr Ocho is a 3D chess program. Commodore £1.95, disc £1.95.

Beyond, Lector Ct, 151 Parkway Rd, London EC2R 1AD

Speeds and Savers is 1987's new adventure for the Spectrum. The game makes use of the MIDAS advanced concept of 2D graphics, music and sound (1987) on the Spectrum — Commodore 64 version to follow.

PSC, 402 Regent Avenue Rd, Coventry CV4 1JQ

■ Roll Hurtle is building Commodore's Picture Builder. This is a program which allows shapes and building blocks to create complex pictures and scenes suitable for use by both adults and children, the package includes a save facility and runs £9.95 on cassette.

Commodore, 1 Haverley Way, Walsley, Corby, Northants NN17 1QA

■ The Designer's Friend is Acorn's "easy-to-use" programming product which draws your own graphics on screen, as well as providing a manual background — and all you have to do is use your joystick. On the Spectrum, Designer's Friend costs £9.99, while C64 64, Amstrad HCV and MSX version are available for £11.99.

Acornsoft, c/o Ray Medley, Aston, 117 Foregate Rd, Middlesbrough, Berks SL4 1BP

Bauer and Black Box/Cramer are Acorn's two new arcade games, while The Seventh Star is a new adventure. On cassette the price cost £1.95, while disc version took the exception of the Seventh Star cost £11.95.

Acornsoft, Acornsoft Ltd, 104 Rife Rd, Chesham AL9 1JQ

Treasure hunt

Commodore has announced the launch of a software/book package which looks on its cover off a film treasure hunt.

Based on the book by John Worsley, The Spear of the Saker is an arcade game with 2D graphics, in which a different game must be played. Discover hidden letters, make up a story word and solve the riddles in the book to find 40 treasures and the Great White Eye.

Those who discover the treasures will share the prize money, which will be administered as prize money from Commodore is allowing 50p

Continued on page 6

It came as a great surprise when the Spectrum+ arrived. Rumour had been flying for some time, but it was quite a shock to get it. The Spectrum+ was launched in the public on the day when dealers received the machines, in order to avoid the QIL fiasco.

The Spectrum+ is similar in styling to the QIL. It is a first striking block with a QIL-style flat keyboard on top. All the Spectrum connections are in exactly the same position on the back as they are normally, and with good reason. The Spectrum+ is a Spectrum—nothing more, nothing less—with a different keyboard and price tag.

At the side of the keyboard is a small reset switch. This serves the very useful purpose of turning the machine off and on to clear the memory contents. However that's all it does, there is no facility to keep memory contents when.

The keyboard isn't brilliant; it is marginally better than the original Sinclair keyboard, but that's not saying much. Key layout is much better and there are extra keys: a numeric extended mode, edit, delete, break, cursor control keys, extra caps shift etc. In all there are 58 keys, which is quite an improvement on the old Spectrum's 48. The keyboard also has little legs which fold out from the back to improve typing angle.

The big problem with the keyboard is the throw of the keys, which isn't very much, about 1mm. It seems quite poor, even dead. Also the keys keep falling out. They had fallen out in transit, they kept falling out later, and according to my local W. H. Smith, their machine's keys had all fallen out, resulting in a very embarrassing re-assembly before sale.

However the reward is a work of art. It has been written by Dorling Kindersley, the company which produces the pocket Screen Shot series of books for various micros.

The material is clear with full colour throughout. Colour has been used to great effect with colour coding and full colour screen shots of exactly what should be happening on your own screen. There are pictures of the machine itself, inside and outside. Unfortunately, the price of the machine shows at ordinary Spectrum £125 and £135 although the machine itself has a £40. This book is available to other manufacturers on how to produce a manual, and it will be on sale to readers,

The Spectrum is dead! Long live the Spectrum?

Sinclair sprang its new model on us all without pre-promotion promises. Mike Roberts studies the new Spectrum and gives you his frank opinions



The old and the new



Spectrum with new manual and introductory cassette

layouts are split by the different arrangement of the keys on the Spectrum+. There may also be a problem with keyboard scanning—use of the keys in Am. Attack appeared not to work. However, this has not been verified. A new game package entirely missing. In the gift pack are V1, V16, Make a City, Novels, Chess, Chess Quest, Ping, and Turnwood 2.

All these programs are top of their class. Turnwood 2 is the definitive world program for the Spectrum, V1, V16 is a 3D graphics program from Pico, Novels is an excellent implementation by Pico and Leisure Games, in Chess Quest Ping you even agree the clock over Grand Prix events, while Chess has all the features you would expect.

In conclusion, this is a Spectrum with an attractive but impractical keyboard, free software and a high price tag. For money it is £119.95. For the price of a Spectrum+ add a perfect machine you could get an Amstrad, Atari 800XL or Commodore 64. For the price of Spectrum+ a perfect interface and a decent joystick you could get an Amstrad.

Spectrum owners at £4.95

The power supply is very similar to the QIL. It's very steady and fits in well with the design.

The expansion slot at the back causes problems. Most independent Spectrum peripherals are designed to fit around the thin ridge of the old Spectrum's case. The case on the Spectrum+ is slightly larger, and has a slight projection above the slot. This results in most independent add-ons

not fitting back. Most can still, and their connection can be bent into shape, but some are a bit loose and can fall off or wobble easily, and the odd few make such a bad connection that the Spectrum+ refuses to start up. It just fits the score with garbage and bangs. These peripherals can also crash the machine in operation, being all your programs.

There is also a problem with software. Some games which have quite reasonable key

When the Spectrum first came out some years ago it was revolutionary. A year later it was dated. Now it maintains popularity on the strength of software available, more there are machines with a higher spec at a slightly higher price. The Spectrum+ is close to the price break of the more advanced machines. For a similar price you could buy a 486+ machine keyboard and an Spectrum interface and the keyboard would be better.

McBourne House

Adventure

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DISCLAGE. Reminded of an adventure game, he would be correct. Reminded of a quest, he'd be right. You are a search for the treasure of a dead king. After that, the game, you are a mystery where you are looking for a conspiracy. So he about, what and what not. You know it makes sense.

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Decathlon CBM 64 £9.95

Applique, CGL, H&M, Golding
H&L, Loughran, Lums

At long last someone has written and written an excellent version of Hyper-Olympics for the CBM 64. If you have ever heard of Hyper-Olympics then I suggest you both do it in the nearest amusement arcade or buy Decathlon — look no more, it's definitely worth it.

The object is to do as well as you can in various sporting events. Movement is created by clicking the joystick (not only as easily as possible).

The events included are running, hurdles, pole vault, discus, javelin, high jump, long jump and the shot put.

The graphics have a good clear definition and are well up to the world standard. Perhaps the

only fault is the lack of motor sounds and finishing touches which are implemented on the arcade machines. The game falls back on the sound quality for lack of it. Most of the music are fairly worth listening.

The instructions give a few hints to success. I found they weren't much use because my wrist soon got tired while the computer irritated ahead, becoming a great waste. R.F.

instructions	10%
playability	85%
graphics	85%
value for money	95%



Cricket 64 Commodore 64 £7.95

CBM, P. Kays, Vard, Carpenter's
H&L, London E15 1HJ

This is a realistic simulation of the game of cricket. The only twist is the credit of the ball on the bat. The two teams are England and the West Indies, but you can change them and enter the names of your local team should.

During almost the entire, you can control the match. You select who is to bowl, and position the batsmen on the stumps. The bowler runs up and bowls automatically, the batsman hits the ball and it stops somewhere on the screen. You can then start running and you think it's advisable to run.

After 10 runs you can change

your bowler, and the score card is displayed. All the statistics associated with any given cricket performance are kept by the computer, leaving you free to play the game.

This is quite an enjoyable realistic simulation. I enjoyed pursuing the batsmen and getting batsmen about running. The only drawback was the unusually unrealistic colour enhancements associated with the screen movement. The last on-screen manager (which is changed as work on game is under development) is L.C.

instructions	10%
playability	85%
graphics	10%
value for money	95%



Golf 64 Commodore 64 £7.95

CBM, P. Kays, Vard, Carpenter's
H&L, London E15 1HJ

If you want all the fun of golfing without getting up early each day this game is for you.

The simulation is adequate, it is played on four balls of progressively increasing size. The background to the game is displayed while scenes are loaded into memory.

You start by choosing one or two players, only to find pain, the rest of the afternoon. Having on the four conditions you are taken to the first tee.

The four conditions graphics are good. As you cannot see the ball from the tee you have a picture option which scrolls across the screen so you can see where the water, trees and bunkers are. You select your club from a list list, see the direction of your shot and swing.

When you land on the green the screen gives you a close up of the green and hole. You then select the direction and strength of the shot. After taking the shot the computer tells you whether you are under or over par.

This is a pleasure game. For amateur golfers which makes a good attempt at reproducing the features and conditions in real golf. L.C.

instructions	10%
playability	70%
graphics	75%
value for money	70%



Sport For all

Get Involved in some of the world's most popular sports — without stepping outside the door!

American Football 40K Spectrum £9.95

Applique, M.J. Golden Square,
London W1K 1AB

When all the stars have been named, all the money counted, and the statistics tallied, the only side who have to play the game American Football is a computer sport on TV, and now you can play the game on your Spectrum.

For those who don't know what American Football is, all about the game means with a booklet, but it is easy to pick up the manual points about the rules.

Strategy is what it is all about: play and counterplay, defence and offence. Having devoted to your tactics, to both and watch

the action

The screen will move into formation and yardage will be lost, or lost, depending on whether you chose the right play.

Did you know that a player could be selected in real time, or that a play can be altered on the field?

The players are moving speedily, but the screen layout is pleasing to the eye. What a refreshing change from the usual games. Might be a bit too noisy for some, but worth giving it a try.

instructions	10%
playability	90%
graphics	10%
value for money	95%



Football Manager £2K BBC £7.95

Addison, 7A Richmond Hill,
Bournemouth BH2 6HJ

This is a game for General Managers of teams who have a driving ambition to dominate this very league.

There is every opportunity for you to show your skills, by buying the right players at bargain prices, selecting the right kind of clubs to acquire your players and keeping the club budget to the end of each week.

The aim is to lead your team to prominence and their playing of sport to top you in the bottom of the fourth division.

The game is well thought out and gives you a number of reasonable options to each round from buying and selling players to changing a different team. There is no false optimism either, each team receives 22 points in the league and a full set of cup fixtures too.

What I found most remarkable was the graphical appearance of the league highlights. This is a huge program but does not create yet changing, moving pictures showing each team in play during the match. The next game facing is recorded and given top 4, five hours just to watch Decathlon. Two A real winner. B.C.

instructions	10%
playability	80%
graphics	10%
value for money	95%





```

105 LET a$="A AAAAA AAAA AAAA AAAA AAAA A"
106 PRINT "A"
110 FOR t=2 TO 5: PRINT AT t,0,0: NEXT t
115 PRINT "A"
120 FOR t=7 TO 10: PRINT AT t,0,0: NEXT t
130 PRINT "A"
140 FOR t=12 TO 15: PRINT AT t,0,0: NEXT t
150 PRINT "A"
160 FOR t=17 TO 19: PRINT AT t,0,0: NEXT t
170 PRINT AT 20,0,"A"
175 AT 21,0,"AAAAAAAAAAAAAAAAAAAA"
"AAAAAAAAAAAAAAAA"
180 INK 3: PAPER 4: BORDER 4
190 PRINT AT 1,14;"1" AT 20,14;"8"
200 PRINT AT 12,14;"8" AT 13,24;"a"
210 PRINT AT 9,32;"a" AT 14,14;"a"
220 PRINT AT 6,10;"8" AT 16,10;"8"
230 PRINT AT 11,27;"8"
240 PRINT AT 20,27;"8" AT 1,27;"8"
250 PRINT AT 6,16;"8" AT 16,16;"8"
260 PRINT AT 3,24;"a" AT 8,24;"a" AT 18,24;"a"
270 PRINT 80;"SEVILLE ISLAND SIMON TRIGGS 1984"
400 PRINT AT q,r: INK 3:"B"
440 LET aa=INKEY$
445 IF aa="" THEN GO TO 484
450 IF aa="q" THEN IF SCREEN(q-1,r)="" THEN PRINT AT q,r: PAPER 4: INK 1:"
" LET q=q+1: PRINT AT q,r: INK 3:"B": GO TO 484
460 IF aa="r" THEN IF SCREEN(q-1,r)="" THEN PRINT AT q,r: PAPER 4: INK 1:"
" LET q=q+1: PRINT AT q,r: INK 3:"B": GO TO 484
470 IF aa="p" THEN IF SCREEN(q,r+1)="" THEN PRINT AT q,r: PAPER 4: INK 1:"
" LET r=r+1: PRINT AT q,r: INK 3:"B": GO TO 484
480 IF aa="o" THEN IF SCREEN(q,r-1)="" THEN PRINT AT q,r: PAPER 4: INK 1:"
" LET r=r-1: PRINT AT q,r: INK 3:"B"
484 IF ATTR(q-1,r)=52 THEN GO TO 3000
486 IF ATTR(q+1,r)=52 THEN GO TO 3000
488 IF ATTR(q,r+1)=52 THEN GO TO 3000
490 IF ATTR(q,r-1)=52 THEN GO TO 3000
495 IF q=31 THEN GO TO 1400
496 LET y=atx-1
497 LET y=atx-9

```

SPECTRUM PROGRAM

```

495 FOR a=1 TO scr+3
500 IF y>0 THEN IF (SCREEN (a*x-1,a*y+31)*=" " OR ATTR (a,x)=1,a*y+31)*="001" TH
M PRINT AT a(x),a(y+1); " " LET a(x)=a(x)+1; GO TO 460
505 IF y<0 THEN IF (SCREEN (a(x)+1,a(y+1)*=" " OR ATTR (a,x)=1,a(y+1)*="001" TH
EM PRINT AT a(x),a(y+1); " " LET a(x)=a(x)+1; GO TO 460
510 IF x<0 THEN IF (SCREEN (a(x),a(y)-1)*=" " OR ATTR (a,x)=1,a(y)-1)*="001" TH
EM PRINT AT a(x),a(y+1); " " LET a(x)+1=a(x)+3+3; GO TO 460
515 IF x>0 THEN IF (SCREEN (a(x),a(y)-1)*=" " OR ATTR (a(x)+1=a(x)+3+3)*="001" TH
EM PRINT AT a(x),a(y+1); " " LET a(x)+1=a(x)+3+3; GO TO 460
520 IF a=1 OR a=-1 OR y=1 OR y=-1 THEN GO TO 3600
400 PRINT AT a(x),a(y+1); "NK 4; PAPER 6;C"
400 REPEAT .01,20
410 LET a=y+2; IF a=y THEN LET a=1
415 NEXT a
420 GO TO 440
1000 CLS : PRINT AT 10,7;"CONGRATULATIONS"
1005 RESTORE 1000
1010 FOR c=1 TO 41
1020 READ a
1030 REPEAT .1,a
1035 BORDER a=1
1040 NEXT a
1050 DATA 0,0,0,0,7,7,0,0,4,4,0,0,3,3,4,0,4,3,2,1,1,2,3,4,5,0,0,0,0,7,
4,3,1,4,3,3
1060 BORDER 4
1070 FOR i=1 TO 500; LET a=y+10; PRINT AT 10,14;a; NEXT i
1075 LET a=y+3; LET scr=scr+a; IF scr=4 THEN GO TO 2000
1080 PRINT AT 10,8;"PRESS ANY KEY"; PAUSE 0; CLS : GO TO 20
2000 CLS : PRINT AT 10,10;"WELL DONE"; PRINT : PRINT " YOU ESCAPED FROM DEVILS
ISLAND"
2010 FOR c=1 TO 15; FOR a=1 TO 7; BORDER : REPEAT .01,2+scr NEXT a; NEXT a
2020 PRINT : PRINT " You scored "a; PRINT : PRINT "DO YOU WANT TO PLAY
AGAIN "y,n"
2030 IF INKEY="y" THEN RUN
2040 IF INKEY="n" THEN STOP
2050 GO TO 2020
2060 CLS : PRINT AT 10,4;"ONE OF THE GUARDS GOT YOU"; PRINT
2070 LET i=1; IF i=0 THEN PRINT " SORRY! YOU DIDN'T HAVE IT"; FOR c=30 TO
1 STEP -.4 REPEAT .4,n; NEXT c; GO TO 2020
2075 FOR a=1 TO 10; FOR c=7 TO 1 STEP -.4 REPEAT .01,0+scr NEXT c; NEXT a
2080 PRINT AT 10,9;"ATTEMPTS LEFT "i; PRINT : PRINT " PRESS ANY KEY";
PAUSE 0; CLS : GO TO 20
2090 PRINT : PRINT " DEVILS ISLAND"
2100 PRINT "
2105 PRINT : PRINT " Try and escape from the top security prison on Devils Is
land"
2110 PRINT : PRINT "There are Guards patrolling the prison which are after you.
If they catch you, you are sent back to your cell, but if you are caught
3 times you are executed"
2120 PRINT : PRINT "You have to escape 3 times.After each successful escape an ex
tra guard is placed in the prison to try and stop you. There are also doors w
hich you must go through but you cant go through these until a guard has open
ed them first."
2130 GO SUB 7000
2140 PRINT "0; " PRESS ANY KEY"; PAUSE 0
2150 CLS : PRINT "You have to try and get to the door on the far right of the
prison to escape."
2160 PRINT : PRINT : PRINT "Use the following keys:"
2170 PRINT : PRINT "0=Left F=Right S=Up A=Down"
2180 PRINT : PRINT
2190 PRINT "This is you"; INK 0; B; PRINT "These are the guards"; INK 4; C
2200 PRINT : PRINT : PRINT " PRESS ANY KEY TO PLAY"; PAUSE 0
2100 CLS
2110 RETURN
9000 RESTORE 9010; FOR a=USR "a" TO USR "a"+7; READ b; FOR e=a,b; NEXT a; RETURN
9010 DATA 170,95,170,95,170,95,170,95
9020 DATA 0,24,24,126,107,60,36,36
9030 DATA 60,24,24,126,107,107,36,36

```

Split your screen for better graphics

So you thought you could only use one graphics mode at a time on your Commodore 64? Allen Webb has got news for you

Despite the well-known files of BASIC 2 and the missing graphics commands, the Commodore 64 has followed in the footsteps of the VIC-20 in being a highly versatile machine. The basic machine offers a number of graphics modes and, of course, the famous sprites.

The bad news is that you can only have one graphics mode in use at any one time — or can you?

Fortunately, the machine's VIC chip offers a way to have several modes in operation at once.

Locations 31281 and 31344 hold the position of the raster scan in any given line. The raster appears on the TV screen as a result of a scanning beam which sweeps on the phosphor coating of the screen.

The beam, or raster, starts

the screen at your speed in horizontal lines. If you write a value to the raster register mentioned earlier, it is possible to specify the line on the screen at which a raster interrupt occurs.

When setting an any interrupt, the CPU jumps to a specified register and variable. In the coming life is to use the register (called to change the position of the screen. Hence, it is possible to have screen areas with different graphics modes.

The raster gives a register which splits the screen into three areas. The portion from line 1080 onwards is a decompensation routine.

The addresses of each row are played in the raster buffer. I find this very convenient since the locations and raster is remainder

in dot mode, however, that you must not load or save anything with the raster interrupt routine (see BUN/STOP-MISTAKE file).

The address for each row have the following effect.

HBPO specifies the start of the zone. The values at the raster give roughly equal zones.

HBNO corresponds to the value to be put in VIC register 31281, i.e. a value of 37 gives standard text, 71 gives extended background and 39 gives bit mapping.

HBNO corresponds to the value to be put in VIC register 31270, i.e. a value of 3 gives normal text and 24 gives multicolour mode.

COBN sets the background colour.

COBN sets the value in VIC register 31273, i.e. a value of 29 gives upper case while 21 gives

lower case. Use a value of 24 as bit map mode (see demonstration).

The demonstration portion of the listing shows you how to set up the screen with bit-mapping in the top, normal text in the middle and extended background in the bottom.

One word of warning. If you plan to have a bit-mapped area, you must mask the bottom of the VIC to prevent corruption of your program. Use the two line command.

```
POKE 542.6: SYS 4760
```

before loading the program. Ensure that you save the program before running it. An error may be costly. Try changing the addresses (that be careful about register with the raster height). You'll soon see how to set up the screen of your choice.

```
10 DATA 129,169,127,141,13,220,169,1,141,26,200,169
20 DATA 3,133,251,173,68,3,141,10,208,169,24,141
30 DATA 17,200,173,28,3,141,118,192,173,21,3,141
40 DATA 111,192,169,58,141,28,3,169,192,141,21,3
50 DATA 89,36,173,23,208,141,23,220,41,1,248,43
60 DATA 190,291,16,4,169,3,133,251,166,251,169,63
70 DATA 3,141,33,208,169,66,3,141,17,208,199,63
```

COMMODORE 64 PROGRAMMING

```

88 DATA 3,141,22,288,189,72,3,141,24,288,189,60
98 DATA 3,141,18,288,138,240,6,184,150,134,178,184
100 DATA 64,76,43,234
110 REM SET ZONE 3 TO YELLOW BACKGROUND WITH NORMAL LOWER CASE TEXT
120 HI(1)=49 CO(1)=7 RI(1)=91 R2(1)=8 ME(1)=20
130 REM SET ZONE 2 TO CYAN BACKGROUND WITH NORMAL UPPER CASE TEXT
140 HI(2)=178 CO(2)=3 RI(2)=27 R2(2)=8 ME(2)=20
150 REM SET ZONE 1 TO BLUE WITH HI-RES BIT MAPPING
155 HI(3)=120 CO(3)=6 RI(3)=39 R2(3)=8 ME(3)=24
160 FORI=49152TD45263 READI POKEX,I: NEXT
170 FORI=1TD3 POKEX27+I,HI(1): NEXT
180 FORI=1TD3 POKEX38+I,CO(1): NEXT
190 FORI=1TD3 POKEX33+I,RI(1): NEXT
200 FORI=1TD3 POKEX36+I,R2(1): NEXT
210 FORI=1TD3 POKEX39+I,ME(1): NEXT
220 SYS1244896
1800 REM
1810 REM STRAIGHT TEXT R1=8, R2=8
1820 REM MULTICOLOUR R2=24
1830 REM EXTENDED R1=91
1840 REM BIT MAP R1=39
1850 REM UPPER CASE ME=20
1860 REM LOWER CASE ME=22
1870 REM
1880 REM SUBSCRIPT 1= ZONE3
1890 REM SUBSCRIPT 2= ZONE2
1100 REM SUBSCRIPT 3= ZONE1
1110 REM
1120 REM TO REDUCE THE WIDTH OF ZONE 1, REDUCE HI(3)
1130 REM
1140 REM TO REDUCE THE WIDTH OF ZONE 3, INCREASE HI(2)
1150 REM
2000 CH=1824: REM COLOUR MATRIX
2010 BH=8192: REM BIT MAP
2020 REM CLEAR HI-RES RAM
2030 FORI= BH TO BH+3280 POKEXI,0: NEXT
2040 REM BLACK BITS ON WHITE BACKGROUND
2050 FOR I=CH TO CH+359 POKEXI,I: NEXT
2060 FOR X=8 TO 319
2070 Y=324008(X/18)+35
2080 CH=INT(X/8) RD=INT(Y/8): LI=Y AND 7
2090 BV=BH+RD+328+2*CH+LI: BI=7-(X AND 7)
2100 POKI BV, PEEK(BV) OR (2*BI): NEXT
3000 PRINT"*****" FORI=1TD3 PRINT"*****MASTER GRAPHICS GIVE YOU MORE CHOICE"
3010 NEXT FORI=1TD3
3020 PRINT"*****MASTER GRAPHICS GIVE YOU MORE CHOICE"
3030 PRINT"*****MASTER GRAPHICS GIVE YOU MORE CHOICE"
3040 PRINT"*****MASTER GRAPHICS GIVE YOU MORE CHOICE"
3050 NEXT
3060 POKEX3282,4 POKEX3283,5
3070 POKEX31,AND(1)+16 POKEX32,AND(1)+16
3080 FORI=1TD488 NEXT
3090 GOTO3870

```


City under attack

We travel into the future with this game from John Morris, where you play the part of a young man on duty in the Laser Command Centre

All is quiet as you spend your duty time 1800H, before ground level in the Laser Command Centre.

Suddenly, Red Alert — the city is under attack. You are now in the position of directing a relentless attack of computer attacks.

You are armed with 12 laser bolts for each wave of eight missiles. You have to guide the anti-laser sight around the screen using the up/down/right/left cursor buttons.

Variables

All text to be printed on laser screen

NUM number of missiles up/spot of missile

IS laser bolt

X horizontal position of sight

Y vertical position of sight

QA, QB horizontal position of missile

QA, QB vertical position of missile

SC score

HB high score

DEATH damage on city

Facing the screen for what you have the top of the city — enemy missiles in your sight, will leave behind a mark.

which is the target for the ground-to-air laser bolts launched every five seconds.

If you run a true, the missile will be destroyed.

However, if the city is hit

How to win

10 just run, don't stop, of character on

20 reach to lower case search off keyboard and mouse

40-60 press on word laser bolt on screen

100-200 place spot-fire on screen, close the last of entering missile flight path

100-200 press spot fire the direction position according to player spot

100-200 if the laser screen shot, laser shot that is required position

100-200 launch ground to air laser bolt

400-400 up/down right-left of attacking missiles. Check low score missile destroyed

400-400 up/down damage on city

400-400 close screen shot city

400-400 up/down score, damage

Check to see if score screen that high score

400-400 laser explosion City destroyed

400-400 place screen message

win All the following are to be 00000

700 press to score, low score

700 check end-of-screen game

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

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1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

1100-1110 explosion on city

Make an overview

1 The City laser screen is 240 by 200 pixels

2 CURSET moves the tracks around the laser screen

3 LABEL and LABEL are graphics commands in the laser screen

4 POKE 4110 restores the City screen and tracks

5 PRINT CHR(20) restores to lower case

6 REMEM lowers the pos of memory available in BASIC programs in this task a program for generation of characters in this mode

7 EXPLODE are already used commands

8 CALL BSA restores the City screen off. It is used as a screen which requires to keyboard input and track in a 10 per cent screen in speed. CALL BSA restores the keyboard on screen

9 CALL BSA produces the keyboard

10 CALL BSA restores the keyboard

11 CALL BSA restores the keyboard

12 CALL BSA restores the keyboard

13 CALL BSA restores the keyboard

14 CALL BSA restores the keyboard

15 CALL BSA restores the keyboard

16 CALL BSA restores the keyboard

17 CALL BSA restores the keyboard

18 CALL BSA restores the keyboard

19 CALL BSA restores the keyboard

20 CALL BSA restores the keyboard

10 HIREM#977F

15 DINK(12),L(12)

20 PRINTCHR\$(20);POKE415,10;HB=100

30 GOSUB5000

40 GOSUB4000

50 GOSUB3000

59 :

59 REM MAIN ROUTINE

60 CURSET65,185,0;FORI=1TO12

```

70 CHAR116,0,0:CURMOV10,0,0:NEXTZ
80 CURSET65,185,0:FORZ=1TO12
90 CHAR116,0,1:CURMOV10,0,0:CALL#FAFA:NEXT
100 GOSUB2500
110 CURSETX,Y,0:CHAR43,0,1:PING
120 R=0:B=0
130 FORZ=1TO8:CURSET (GX(Z)),0,0:DRAWGZ(Z),20,1
140 NEXTZ
150 FORV=1TO8:GOSUB170:NEXTV
160 GOSUB310:GOTO400
170 Z$=KEY$
180 P=X:Q=Y
190 IFZ$="" THENZ70
200 IFZ$=" " THENZ10ELSEN=ASC(Z$)
210 IFN=8THENX=X-9:IFX<20THENX=224
220 IFN=9THENX=X+9:IFX>225THENX=21
230 IFN=10THENY=Y+7:IFY>140THENY=140
240 IFN=11THENY=Y-7:IFY<18THENY=18
245 IFTA=0THENCURSETP,0,0:CHAR43,0,2
250 TA=0:CURSETX,Y,0:CHAR43,0,2
260 RETURN
270 IFLB=0THENPING:RETURN
280 TA=1:LB=LB-1:CURSETLB+10+65,185,0:CHAR116,0,0
290 B=B+1:K(B)=X:L(B)=Y
300 CURSETX,Y,0:CHAR43,0,1:RETURN
310 IFB=0THENRETURN
320 CALL#EACA:FORM=1TO8:FORM=1TO2
330 CURSET120,160,0:DRAWK(M)-120,L(M)-156,2
340 NEXTM:ZAP
350 FORD=1TO8STEP-1:FORG=1TO5
360 SHOOT:CIRCLEB,D:NEXTB,D,M
370 CURSETX,Y,0:CHAR43,0,1
380 TA=0:B=0:Z$=KEY$
390 CALL#EB04:RETURN
400 BX=BX+1:M=BX+20
410 FORZ=1TO8
420 IFJ(Z)=1THEN460
430 RC=GX(Z)+BX+GZ(Z)
440 IFPOINT(RC,M)=0THENJ(Z)=1:M=M+1:GOTO460
450 CURSETRC,M,0:DRAWGZ(Z),20,1
460 NEXT
470 IFN=8THENS50
480 IFBX<7THEN120
490 FORZ=1TO8
500 IFJ(Z)=1THENS40
510 CURSETGX(Z)+B+GZ(Z),165,0
520 DMGE=DMGE+1
530 GOSUB2200

```

```

540 NEXT
550 CURSET0,0,0:FILL162,1,0:CURSET0,0,0:FILL160,40,64
560 CLS
570 SC=SC+(LS*5)-(DMGE*2)+20:IFDMGE=0THENSBC=SC+50
580 IFATC=1ANDDMGE>6THENSBC=0
590 CLS:PRINT"Damage: ";DMGE;"          SCORE: ";
SC
600 IFDMGE<7THEN60
605 IFBC>H8THENHS=SC
610 CURSET120,150,0:EXPLODE
620 FORZ=1TO25:CIRCLEZ,1:NEXTZ
630 FORZ=25TO1STEP-1:CIRCLEZ,0:NEXTZ
640 CURSET75,75,0:AS="CITY DESTROYED"
650 GOSUB3500
660 CURSET75,90,0:AS="PRESS SPACE TO PLAY"
670 GOSUB3500
680 CURSET75,105,0:AS="ANY OTHER TO END"
690 GOSUB3500
700 CLS:PRINT"H1=SCORE: ";HS;"          LAST SCORE: ";SC
710 P=KEY$:GETP$:IFP$=" "THEN50ELSETEXT:CALL#P888
720 END
2198 :
2199 REM MISSILE DAMAGE ON CITY
2200 CALL#E&CA:EXPLODE:FORF=1TO10:CIRCLEF,1:NEXTF
2210 FORJ=10TO1STEP-1:CIRCLEJ,0:NEXTJ
2220 CALL#E&O4:RETURN
2498 :
2499 REM INITIALISE ATTACK VARIABLES
2500 ATC=ATC+1:V=ATC+1:O=INT(100/(V*2))
2510 N=0:LS=12:X=120:Y=60:BX=0:H=0
2520 FORZ=1TO8:J(Z)=0:NEXT
2530 FORZ=1TO8
2540 QX(Z)=INT(RND(1)*200)+20
2550 QY(Z)=INT(RND(1)*190)+20
2560 QZ(Z)=INT((QY(Z)-QX(Z))/10)
2570 NEXTZ
2580 RETURN
2998 :
2999 REM DISPLAY CITY
3000 CLS:EXPLODE
3010 PAPER0:INK6
3020 HRES:PRINTCHR$(17)
3030 CURSET0,160,0:FILL17,1,8
3040 DMGE=0:ATC=0:SC=0
3050 CLS:PRINT"Damage: ";DMGE;"          SCORE: "
;SC
3060 CURSET10,168,0:FORZ=1TO37:CHAR111,0,1:CURMOV6,0,0:
NEXT

```

```

3500 FORZ=1TOLIN(A#)
3510 CHARASC(MID$(A#,2,1)),0,1
3520 CURMOV6,0,0:NEXT
3530 RETURN
3998 :
3999 REM TITLE DISPLAY
4000 CLS
4010 A#="...RED ALERT...CITY UNDER ATTACK...USE CURSOR
    TO AIM...SPA
    CE TO FIRE"
4020 PLAY1,0,4,500:MUSIC1,1,1,0
4030 DOKE#268, #010A
4040 CLS
4050 FORZ=1TOLIN2
4060 PLOT0,11,LEFT$(A#,38)
4070 PLOT0,12,LEFT$(A#,38)
4080 A#=MID$(A#,2)+LEFT$(A#,1)
4090 WAIT8:NEXT
4100 PLAY0,0,0,0
4110 RETURN
4998 :
4999 REM RE-DEFINE CHARACTERS
5000 ZX=46080
5010 FORV=1TO6
5020 READC:D=B+C
5030 FORQ=0TO7:READF
5040 POKEZX+Q+Q,F:NEXT
5050 NEXT
5060 RETURN
5070 DATA11,255,255,255,255,255,255,255
5080 DATA12,0,3,3,3,3,7,7,7
5090 DATA13,96,96,96,96,96,255,255,255
6000 DATA14,0,0,0,0,0,255,255,255
6010 DATA15,96,96,96,96,99,99,99,255
6020 DATA16,8,8,8,8,28,8,20,20

```



CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

By The UK Market Research Group

ARCADE

- | | | |
|---------------------------------|-------------|-------------|
| 1. Tetris (Thomson) | Orion | Spectrum 16 |
| 2. Breakout (S) | S. Gold | Spectrum 16 |
| 3. Monty Max (Orion) | S. Gold | Spectrum 16 |
| 4. Zaxxon (S) | S. Gold | C64 64.1 |
| 5. Asterix (W) | WMS | Spectrum 16 |
| 6. Football Manager (Addictive) | Spectrum 16 | |
| 7. Avision (S) | Spectrum 16 | |
| 8. Jet Pac (S) | Spectrum 16 | |
| 9. Boulder Dash (S) | C64 64.1 | |
| 10. Full Throttle (Microimage) | Spectrum 16 | |

NON-ARCADE

- | | | |
|-----------------------------------|-------------|-------------|
| 1. Tetris (Thomson) | Bus 1600 | Spectrum 16 |
| 2. World Day (Addictive) | Amic | C64 64.1 |
| 3. Lords of Warlight (Raynor) | Spectrum 16 | |
| 4. Sherlock (Melbourne Int) | Spectrum 16 | |
| 5. American Football (Mind Games) | Spectrum 16 | |
| 6. Football (Melbourne Int) | Spectrum 16 | |
| 7. Zaxxon (S) | C64 64.1 | |
| 8. Solo Knight (S) | C64 64.1 | |
| 9. Star Trader (Bus 1600) | Spectrum 16 | |
| 10. Heroes (Melbourne Int) | C64 64.1 | |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PDS and Software Centre.

SPECTRUM

- | | |
|---------------------------------|----------|
| 1. Breakout (S) | Orion 16 |
| 2. Tetris (Thomson) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
| 6. Football Manager (Addictive) | Orion 16 |
| 7. Avision (S) | Orion 16 |
| 8. Jet Pac (S) | Orion 16 |
| 9. Boulder Dash (S) | Orion 16 |
| 10. Full Throttle (Microimage) | Orion 16 |

COMMODORE 64

- | | |
|---------------------------------|----------|
| 1. Tetris (Thomson) | Orion 16 |
| 2. Breakout (S) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
| 6. Football Manager (Addictive) | Orion 16 |
| 7. Avision (S) | Orion 16 |
| 8. Jet Pac (S) | Orion 16 |
| 9. Boulder Dash (S) | Orion 16 |
| 10. Full Throttle (Microimage) | Orion 16 |

DRAGON 32

- | | |
|---------------------------------|----------|
| 1. Tetris (Thomson) | Orion 16 |
| 2. Breakout (S) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
| 6. Football Manager (Addictive) | Orion 16 |
| 7. Avision (S) | Orion 16 |
| 8. Jet Pac (S) | Orion 16 |
| 9. Boulder Dash (S) | Orion 16 |
| 10. Full Throttle (Microimage) | Orion 16 |

Compiled by M. H. Smith and his staff. Figures in brackets are last week's positions.

VIC-20

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|---------------------------------|----------|
| 1. Tetris (Thomson) | Orion 16 |
| 2. Breakout (S) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
| 6. Football Manager (Addictive) | Orion 16 |
| 7. Avision (S) | Orion 16 |
| 8. Jet Pac (S) | Orion 16 |
| 9. Boulder Dash (S) | Orion 16 |
| 10. Full Throttle (Microimage) | Orion 16 |

BBC

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|---------------------------------|----------|
| 1. Tetris (Thomson) | Orion 16 |
| 2. Breakout (S) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
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Z801

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|---------------------------------|----------|
| 1. Tetris (Thomson) | Orion 16 |
| 2. Breakout (S) | Orion 16 |
| 3. Monty Max (Orion) | Orion 16 |
| 4. Zaxxon (S) | Orion 16 |
| 5. Asterix (W) | Orion 16 |
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Do you want to command your own fleet? Paul Kettlewell's program gives you the chance to be a war hero but watch out, the enemy gives as good as it gets

This version of the pencil and paper game Battleships requires you need the ZX81 as a basis of naval strategy.

After naming the program, the computer goes into the mode for choosing the number of ships to be placed in the sea.

- Both fleet games of:
- two battleships length four units (B1B5)
 - two destroyers length three units (C4C)
 - two destroyers length two units (D4)
 - four submarines length one unit (S)

These must be entered in a grid of 10x10 units. Ships may be placed horizontally, vertically or diagonally, however, different ships may not occupy adjacent squares (including those diagonally adjacent).

On the prompt "Position of mine?" the co-ordinates of one of the ends of the ship should be entered, then the direction after the "Direction" prompt. The possible directions are given by the computer in the right hand window.

For example, to place a battleship in squares A1, B2, C3, D4 you can enter put the mine in A1 by entering "A1" then direction "4" or perhaps "D4" followed by direction "4".

This is repeated until you

Danger on the high seas

flirt in safely anchored. However ship strategically is soon broken when a shell is fired at your ship. If this provoked him that means it will fail harmlessly into the sea and will be marked as a mine with a grey square, if a ship is hit by the shell, the letter becomes the coordinate.

On the command fire, you must choose by entering a square on your opponent's grid, as yet blank, and enter it as before "letter number". If the square becomes grey, you have missed, or if it becomes an empty letter you have hit.

The two of you now take turns to choose shells to launch on each other. Submarines are sunk after one hit, though larger ships require a hit on each end of their length before they are destroyed.

- Now:
- Once a ship is destroyed the area around the ship is filled with grey since you are not allowed to occupy adjacent squares.
 - If you fire at a square which has already been eliminated you will be informed that you are wasting ammunition.

The winner is the first to completely destroy the opposing fleet.

How it works

- B1B5 set up computer's and set ship length and code of ship
- B4B5 random position and direction
- B1B5 set up all dimensions, repeat until ship is done B1 and B4-B5 print screen
- B4B5 repeat position and direction from player
- B4B5 check on use of ship - all B5
- B4B5 print ship
- B4B5 remove computer
- B1B5 remove markers from around ships which prevent ships moving
- B1B5 random position
- B1B5 choose player
- B1B5 choose co-ordinates of computer's ship
- B1B5 player repeats square
- B1B5 check that marker
- B1B5 set up to show hit
- B1B5 print hit on screen
- B1B5 if miss, change player
- B1B5 if computer hit, place mine
- B1B5 search on look for rest of ship
- B1B5 find the rest of ship in search area
- B1B5 reduce number of ships left check if still not hit yet, remove computer

- From search mode
- B1B5-1B5 set in space around ship
- B1B5 and player's go
- B1B5-1B5 check on use of ship B5 to B5
- B1B5-1B5 find grid with code for ship around ship with "B" to prevent other ships occupying it
- B1B5-1B5 return, setting B-1 of ship will use B5
- B1B5-1B5 find length B, code CD for ship type S
- B1B5-1B5 player's mine, set around on grid
- B1B5-1B5 search for rest of ship and give direction of ship from hit and
- B1B5-1B5 check the number of ships destroyed

- B1B5-1B5 places random square in hit at
- B1B5-1B5 if only one part of ship hit, search around and adjust and possible direction ship could be in
- B1B5-1B5 if more than one part of ship destroyed, look for B1B5 in return and
- B1B5-1B5 return with co-ordinates
- B1B5-1B5 end of game routine

House operations

Comments should not produce on many problems. Such problems need to be printed. The game goes on if a mine, B1 B4, B5, B6, B7 and B8 added to results of B1B5 to get the correct direction.

```

10 DIM S(4,10,10,10)
20 FOR S=1 TO 10
30 FOR B=1 TO 10
40 GOSUB B4B5
50 LET X=B-1 TO B
60 LET Y=B-1 TO B
70 LET X=B-1 TO B
80 LET Y=B-1 TO B
90 LET X=B-1 TO B
100 LET Y=B-1 TO B
110 GOSUB B4B5
120 IF S=B THEN GOTO 170
130 LET S=B-1 TO B
140 IF S=B THEN LET S=B-1
150 IF S=B THEN LET S=B-1
160 NEXT S
170 FOR X=B TO 10
180 FOR Y=B TO 10
190 PRINT AT Y,X, " "
200 NEXT Y
210 NEXT X
220 FOR X=B TO 10 STEP 10
230 FOR Y=B TO 10 STEP 10
240 PRINT AT Y,X, " "
250 NEXT Y
260 NEXT X
270 FOR X=B TO 10 STEP 10
280 FOR Y=B TO 10 STEP 10
290 PRINT AT Y,X, " "
300 NEXT Y
310 NEXT X
320 FOR X=B TO 10 STEP 10
330 FOR Y=B TO 10 STEP 10
340 PRINT AT Y,X, " "
350 NEXT Y
360 NEXT X
370 PRINT AT 10,10, " "
380 NEXT Y
390 NEXT X
400 PRINT AT 10,10, " "
410 PRINT AT 10,10, " "
420 PRINT AT 10,10, " "
430 PRINT AT 10,10, " "
440 PRINT AT 10,10, " "
450 PRINT AT 10,10, " "
460 PRINT AT 10,10, " "
470 NEXT Y
480 NEXT X
490 PRINT AT 10,10, " "
500 PRINT AT 10,10, " "
510 PRINT AT 10,10, " "
520 PRINT AT 10,10, " "
530 PRINT AT 10,10, " "
540 PRINT AT 10,10, " "
550 PRINT AT 10,10, " "
560 PRINT AT 10,10, " "
570 PRINT AT 10,10, " "
580 PRINT AT 10,10, " "
590 PRINT AT 10,10, " "
600 PRINT AT 10,10, " "
610 PRINT AT 10,10, " "
620 PRINT AT 10,10, " "
630 PRINT AT 10,10, " "
640 PRINT AT 10,10, " "
650 PRINT AT 10,10, " "
660 PRINT AT 10,10, " "
670 PRINT AT 10,10, " "
680 PRINT AT 10,10, " "
690 PRINT AT 10,10, " "
700 PRINT AT 10,10, " "
710 PRINT AT 10,10, " "
720 PRINT AT 10,10, " "
730 PRINT AT 10,10, " "
740 PRINT AT 10,10, " "
750 PRINT AT 10,10, " "
760 PRINT AT 10,10, " "
770 PRINT AT 10,10, " "
780 PRINT AT 10,10, " "
790 PRINT AT 10,10, " "
800 PRINT AT 10,10, " "
810 PRINT AT 10,10, " "
820 PRINT AT 10,10, " "
830 PRINT AT 10,10, " "
840 PRINT AT 10,10, " "
850 PRINT AT 10,10, " "
860 PRINT AT 10,10, " "
870 PRINT AT 10,10, " "
880 PRINT AT 10,10, " "
890 PRINT AT 10,10, " "
900 PRINT AT 10,10, " "
910 PRINT AT 10,10, " "
920 PRINT AT 10,10, " "
930 PRINT AT 10,10, " "
940 PRINT AT 10,10, " "
950 PRINT AT 10,10, " "
960 PRINT AT 10,10, " "
970 PRINT AT 10,10, " "
980 PRINT AT 10,10, " "
990 PRINT AT 10,10, " "
1000 PRINT AT 10,10, " "

```

Variables

- A1B5, B1B5: battleships and player's mine
- B4: player's mine
- C4C: number of ships destroyed
- D4: number of ships destroyed
- E4: number of ships destroyed
- F4: number of ships destroyed
- G4: number of ships destroyed
- H4: number of ships destroyed
- I4: number of ships destroyed
- J4: number of ships destroyed
- K4: number of ships destroyed
- L4: number of ships destroyed
- M4: number of ships destroyed
- N4: number of ships destroyed
- O4: number of ships destroyed
- P4: number of ships destroyed
- Q4: number of ships destroyed
- R4: number of ships destroyed
- S4: number of ships destroyed
- T4: number of ships destroyed
- U4: number of ships destroyed
- V4: number of ships destroyed
- W4: number of ships destroyed
- X4: number of ships destroyed
- Y4: number of ships destroyed
- Z4: number of ships destroyed

```

600 FOR Q=1 TO L
610 PRINT AT 3,3+Q,CHR# CD
620 NEXT Q
630 PRINT AT 4,3:"POSITION OF"
640 PRINT AT 5,4:"STEAM?"
650 GOSUB 5555
660 PRINT AT 3,3+L1 TO 31
670 PRINT AT 4,3+L
680 PRINT AT 5,4+L
690 IF L=1 THEN GOTO 755
700 PRINT AT 4,3:"DIRECTION"
710 PRINT AT 5,4:"?"
720 IF CODE=54+55 OR CODE=54+55
730 THEN GOTO 755
740 LET D=CDL:R(1)
750 PRINT AT 3,13+5+L1
760 PRINT AT 4,3+L
770 GOSUB 5555
780 PRINT AT 5,3+L
790 IF P=1 THEN GOTO 840
800 LET XX=X
810 LET YY=Y
820 FOR Q=1 TO L
830 PRINT AT 15+YY,15+XX,CHR# C
840
850 GOSUB 5555
860 NEXT D
870 NEXT X
880 FOR Y=3 TO 7
890 FOR X=31 TO 35
900 PRINT AT Y,X," "
910 NEXT X
920 NEXT Y
930 FOR Z=1 TO 3 STEP 1
940 FOR V=1 TO 15
950 IF R(Z,X,Y)=5 THEN LET R(Z,
X,Y)=6
960 NEXT Y
970 NEXT X
980 LET L=5
990 LET L=15
1000 LET L=15
1010 LET L=5
1020 LET L=5
1030 IF PL=1 THEN GOSUB 7555
1040 IF PL=1 THEN GOTO 1355
1050 PRINT AT 4,15:"FIRE"
1060 GOSUB 5555
1070 PRINT AT 4,15+L
1080 IF R(4,X,Y)=5 AND R(4,X,Y)
1090 THEN GOTO 1355
1100 PRINT AT 5,17:"COAT WASTE"
1110 PRINT AT 5,18:"AMMUNITION"
1120 FOR Q=1 TO 55
1130 NEXT Q
1140 PRINT AT 4,17+L
1150 PRINT AT 5,18+L
1160 GOTO 1355
1170 IF D=3+PL,X,Y)=5 THEN LET
1180 R(4,X,Y)=5+3+PL,X,Y)=5 THEN LET
1190 R(4,X,Y)=5+3+PL,X,Y)=5+3+
1200 FOR Q=1 TO C
1210 PRINT AT 15+Y,15+X+15+PL=1)
1220
1230 PRINT AT 15+Y,15+X+15+PL=1)
1240 IF R(4,X,Y)
1250 IF R(4,X,Y)=5 THEN GOTO
1260
1270 IF PL=1 AND CC=5 THEN LET C
1280
1290 IF R(4,X,Y)=154 THEN GOT
1300
1310 GOSUB 5555
1320 IF R(4,X,Y)=155 AND D=15
1330 THEN GOTO 1355
1340 IF R(4,X,Y)=157 AND L=1
1350 THEN GOTO 1355
1360 GOTO 1355
1370 LET C(PL)=C(PL)-1
1380 IF PL=1 THEN LET CC=5
1390 IF C(PL)=5 THEN GOTO 5555
1400 LET XX=X
1410 LET YY=Y

```

```

1420 IF R(PL,X,Y)=155 THEN LET
1430
1440 IF R(PL,X,Y)=154 THEN LET
1450
1460 FOR Q=1 TO L
1470 FOR D=XX+1 TO XX+1
1480 FOR Y=YY-1 TO YY+1
1490 IF X=1 OR X=15 OR Y=1 OR Y=
1500 THEN GOTO 1475
1510 IF R(PL,X,Y)=5 THEN GOTO
1520
1530 LET D(PL,X,Y)=5
1540 PRINT AT 15+Y,15+X+15+PL=1)
1550
1560 NEXT Y
1570 NEXT X
1580 GOSUB 5555
1590 NEXT D
1600 GOTO 1355
1610 LET P=5
1620 LET XX=X
1630 LET YY=Y
1640 FOR S=1 TO L
1650 IF XX=5 OR XX=1 THEN GOTO
1660
1670 IF YY=5 OR YY=1 THEN GOTO
1680
1690 IF R(Z,XX,YY)=5 THEN GOTO 5
1700
1710 GOSUB 5555
1720 NEXT D
1730 IF S=5 THEN LET CC=55
1740 LET XX=X
1750 LET YY=Y
1760 FOR Q=1 TO L
1770 IF R(Z,XX,YY)=5
1780 FOR H=XX+1 TO XX+1
1790 FOR M=YY-1 TO YY+1
1800 IF H=1 OR H=15 THEN GOTO 55
1810
1820 IF I=1 OR I=15 THEN GOTO 55
1830
1840 IF R(Z,H,I)=5 THEN GOTO 555
1850
1860 LET R(Z,H,I)=5
1870 NEXT I
1880 NEXT H
1890 GOSUB 5555
1900 NEXT D
1910 RETURN
1920 LET P=1
1930 RETURN
1940 LET L=INT ((5+1)/2)
1950 IF S=5 THEN LET L=1
1960 IF S=3 THEN LET CC=35
1970 IF S=3 OR S=4 THEN LET CC=4
1980
1990 IF S=5 OR S=5 THEN LET CC=4
2000
2010 IF S=5 THEN LET CC=55
2020 RETURN
2030 INPUT CC
2040 LET S=CC+L
2050 LET X=CODE:R(1)-37
2060 IF X=1 OR X=15 THEN GOTO 54
2070
2080 IF CODE=5+13+55 OR CODE=55
2090 13+37 OR CODE=5+13+55 THEN GOT
2100
2110 IF CODE=5+13+55 AND 5+13+
2120 THEN GOTO 5555
2130 IF Y=URL 5+13 TO 35
2140 RETURN
2150 LET XX=XX+10+5 OR D=5 OR D=
2160 4+10+5 OR D=7 OR D=5
2170 LET YY=YY+10+5 OR D=5 OR D=
2180 4+10+5 OR D=5 OR D=5
2190 LET CC=R(PL,X,Y)
2200 LET D=5
2210 LET D=5
2220 IF D=0-1
2230 IF D=5 THEN RETURN
2240 LET XX=X
2250 LET YY=Y
2260 GOSUB 5555
2270 IF X=1 OR XX=15 OR YY=1 OR
2280 YY=15 THEN GOTO 5555
2290 IF R(PL,X,Y)=5 THEN GO
2300 TO 5555
2310 GOTO 5555
2320 LET XX=X
2330 LET YY=Y

```

2ND PROGRAM

```

8199 GOTO 8200
8200 IF XX<1 OR XX>18 OR YY<1 OR
YY>18 THEN GOTO 8199
8201 IF R(PL42,XX,YY)<0D THEN G
OTO 8199
8202 GOTO 8203
8203 LET D=0:1-2*(D+1)
8204 RETURN
8205 LET XX=X
8206 LET YY=Y
8207 LET L=1
8208 IF D=0 THEN RETURN
8209 SCALE 5000
8210 IF XX<1 OR XX>18 OR YY<1 OR
YY>18 THEN RETURN
8211 WHM RETURN (R(PL42,X
,YY),L)
8212 LET L=L+1
8213 GOTO 8203
8214 IF CC<19 THEN GOTO 7870
8215 LET X=INT (RND*(18)+1
8216 LET Y=INT (RND*(18)+1
8217 IF R(2,X,Y)<0 THEN GOTO 78
18
8218 LET XX=X
8219 LET YY=Y
8220 RETURN
8221 IF CC<19 THEN GOTO 7860
8222 LET LC=19-R(2,XC,YC)
8223 LET D=INT (RND*(1)+1
8224 LET L=1
8225 LET XX=XC
8226 LET YY=YC
8227 SCALE 5000
8228 IF XX<1 OR XX>18 OR YY<1 OR
YY>18 THEN GOTO 7190
8229 IF R(2,XX,YY)<0 THEN GOTO 7
190
8230 LET L=L+1
8231 IF L=19 THEN GOTO 7310
8232 GOTO 7190

```

```

7100 LET D=D+4-B*10:4:
7110 GOTO 7020
7120 LET L=L+1
7130 GOTO 7020
7140 GOTO 7020
7150 IF X<1 OR X>10 OR Y<1 OR
YY<1 THEN GOTO 7020
7160 IF A(2,XX,YY)=5 THEN GOTO 7
020
7170 LET L=L+1
7180 IF L<4 THEN GOTO 7020
7190 GOTO 7010
7200 LET D=D+4-B*10:4:
7210 GOTO 7100
7220 LET D=C
7230 LET X=X+1
7240 LET Y=Y+1
7250 GOTO 7020
7260 IF X<1 OR X>10 OR YY<1 OR
YY>10 THEN GOTO 7020
7270 IF A(2,XX,YY)=5 THEN GOTO 7
020
7280 IF A(2,XX,YY)=5 THEN GOTO 7
020
7290 LET D=D+4-B*10:4:
7300 GOTO 7210
7310 IF A(2,XX,YY)=5 THEN LET C
=D
7320 LET X=XX
7330 LET Y=YY
7340 IF A(2) THEN GOTO 8000
7350 NEXT
7360 CLR
7370 FOR B=1 TO 100
7380 NEXT B
7390 PRINT AT 10,11,"THE END"
7400 GOTO
7410 STOP
7420 PRINT AT 0,4,"END OF THE
PROGRAM"
7430 STOP

```

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1. *Journal of Management Education*, 2000, 24(1), 1-10.
 2. *Journal of Management Education*, 2000, 24(1), 11-20.
 3. *Journal of Management Education*, 2000, 24(1), 21-30.
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 10. *Journal of Management Education*, 2000, 24(1), 91-100.

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Don't Miss the Best of the Best

Abstract

Week	1	2	3	4
1	10	10	10	10
2	10	10	10	10
3	10	10	10	10
4	10	10	10	10
5	10	10	10	10
6	10	10	10	10
7	10	10	10	10
8	10	10	10	10
9	10	10	10	10
10	10	10	10	10
11	10	10	10	10
12	10	10	10	10
13	10	10	10	10
14	10	10	10	10
15	10	10	10	10
16	10	10	10	10
17	10	10	10	10
18	10	10	10	10
19	10	10	10	10
20	10	10	10	10
21	10	10	10	10
22	10	10	10	10
23	10	10	10	10
24	10	10	10	10
25	10	10	10	10
26	10	10	10	10
27	10	10	10	10
28	10	10	10	10
29	10	10	10	10
30	10	10	10	10
31	10	10	10	10
32	10	10	10	10
33	10	10	10	10
34	10	10	10	10
35	10	10	10	10
36	10	10	10	10
37	10	10	10	10
38	10	10	10	10
39	10	10	10	10
40	10	10	10	10
41	10	10	10	10
42	10	10	10	10
43	10	10	10	10
44	10	10	10	10
45	10	10	10	10
46	10	10	10	10
47	10	10	10	10
48	10	10	10	10
49	10	10	10	10
50	10	10	10	10
51	10	10	10	10
52	10	10	10	10

Keywords: *Self-esteem, self-esteem threat, self-esteem threat sensitivity, self-esteem threat sensitivity scale, self-esteem threat sensitivity scale-2*

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CRASHY CARVE (X-BOX, PS2) **80/100**
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